

WHAT IS CLAIMED IS:

1. A game machine for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

timing acquisition means for acquiring game operation timing at which each of the first player and the second player operates the game;

timing data memory means for memorizing timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

timing guidance means for presenting the game operation timing defined by the timing data to each of the first player and the second player;

game operation evaluation means for verifying the game operation timing acquired by the timing acquisition means with the timing data to evaluate game operation by each of the first player and the second player; and

operation timing changing means for presenting game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation means.

2. A game machine according to claim 1, wherein

the timing guidance means shows each of the first player and the second player a first operation timing instruction image and

a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation timing is arriving, and

5 the operation timing change means increases or decreases a number of second operation timing instruction images approaching the first operation timing instruction image with respect to the first player or the second player, to thereby increase or decrease a number of game operation timing to be presented to the first player and the second player.

10 3. A game process method for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:
15 a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

 a timing data acquisition step of acquiring timing data defining game operation timing at which each of the first player
20 and the second player is required to operate the game;

 a timing guidance step of presenting the game operation timing defined by the timing data to each of the first player and the second player;

 a game operation evaluation step of verifying the game
25 operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

operation timing changing step for presenting game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation
5 step.

4. An information storage medium storing a program for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

10 a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

15 a timing data acquisition step of acquiring timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

a timing guidance step of presenting the game operation timing defined by the timing data to each of the first player and the second player;

20 a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

25 an operation timing changing step for presenting game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation

step.

5. A program for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

10 a timing data acquisition step of acquiring timing data defining game operation timing at which each of the first player and the second player is required to operate the game;

a timing guidance step of presenting the game operation timing defined by the timing data to each of the first player and the second player;

15 a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

20 an operation timing changing step for presenting game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.